

VALKNUT AIRSOFT RULES AND REGULATIONS

WAIVER AND AGE RESTRICTIONS

- All players must complete a waiver before entering the field.
- Players under 18 years of age must have a guardian complete a waiver before entering the field. If multiple players arrive with a guardian, that guardian must sign responsibility for all players.
- No players under 12 years of age allowed.

FPS LIMITS – ELECTRIC/SPRING

- All FPS will be checked with .20g BBs supplied by Valknut Airsoft.
- **Zero minimum Engagement Distance** – 350 FPS MAX for all pistols, shotguns, and rifles. **NO FULL AUTO/BINARY/BURST FIRE UNDER 20 FEET.**
Maximum BB weight allowed is .28g
- **20FT Minimum Engagement Distance** – 400 FPS MAX for all rifles and shotguns. **NO PISTOLS, NO FULL AUTO/BINARY/BURST FIRE UNDER 20 FEET.**
No BB weight restriction
- **50FT Minimum Engagement Distance** – 450 FPS MAX for all rifles. **NO PISTOLS OR SHOTGUNS. FULL AUTO/BINARY/BURST FIRE OUTSIDE ONLY, NO INDOOR USE.**
No BB weight restriction
- 100ft Minimum **Engagement Distance** – 550 FPS MAX for all rifles. **NO PISTOLS OR SHOTGUNS, SEMI-AUTO OR BOLT ACTION ONLY. MID OR LOW-CAPACITY MAGAZINES ONLY. NO HIGH-CAPS, AUTO WINDING, BOX OR DRUM MAGS ALLOWED. NO INDOOR USE.**
No BB weight restriction

FPS LIMITS – HPA/GAS

- Due to Joule Creep, all FPS will be checked with .28g BBs supplied by Valknut Airsoft.
- **Zero minimum Engagement Distance** – 300 FPS MAX for all pistols, shotguns, and rifles. **NO FULL AUTO/BINARY/BURST FIRE UNDER 20 FEET.**
Maximum BB weight allowed is .28g
- **20FT Minimum Engagement Distance** – 330 FPS MAX for all rifles and shotguns. **NO PISTOLS, NO FULL AUTO/BINARY/BURST FIRE UNDER 20 FEET.**
No BB weight restriction
- **50FT Minimum Engagement Distance** – 380 FPS MAX for all rifles. **NO PISTOLS OR SHOTGUNS. FULL AUTO/BINARY/BURST FIRE OUTSIDE ONLY, NO INDOOR USE.**
No BB weight restriction
- **100ft Minimum Engagement Distance** – 450 FPS MAX for all rifles. **NO PISTOLS OR SHOTGUNS, SEMI-AUTO OR BOLT ACTION ONLY. MID OR LOW-CAPACITY MAGAZINES ONLY. NO HIGH-CAPS, AUTO WINDING, BOX OR DRUM MAGS ALLOWED. NO INDOOR USE.**
No BB weight restriction

GRENADES

- Allowed grenade types – Sound/Simulated Flash Grenade (“Thunder Bee” type), BB grenade (“Tornado” type)
- NO pyrotechnics if burn ban is in effect.
- Kill Zone (All Grenades) – 20FT radius, equivalent to a small room.
- BFGs allowed with admin test and approval.

*****GRENADES CANNOT BE THROWN OVER THE WALL OF A BUILDING. THEY MAY ONLY BE THROWN UNDERHANDED THROUGH A WINDOW OR DOORWAY. *****

AMMUNATION/MAGAZINE

- Biodegradable BBs are required. Any player caught using non-biodegradable BBs will not be permitted to re-enter the field until a Valknut Airsoft staff member has confirmed the player has upgraded to bio- BBs.
- .20g minimum BB weight.
- Glass, steel, plastic, or other exotic BBs are strictly prohibited.
- Low or mid-cap magazines are recommended for realism, but Hi-cap magazines are allowed.

CLOTHING/GEAR

- FULL Seal Goggles, Full Seal Glasses (ANSI Z87 RATED) to be always worn by all players while on the field.
- No Mesh Goggles are allowed.
- Full face masks are REQUIRED for any player under the age of 18 and strongly recommended for all players.
- RED Shirts are prohibited during gameplay.
- Knee pads, Elbow pads and full finger gloves are strongly recommended but not required.
- Handheld or weapon mounted flashlights are strongly recommended but not required.
- Glow sticks recommended, and Dead Rags are required.

*****YOU WILL NOT BE PERMITTED ON THE FIELD WITHOUT A DEAD RAG*****

GENERAL CONDUCT

- Semi-auto fire **ONLY** inside of all buildings.
- Binary Triggers are considered full auto.
- Fully automatic fire is permitted outdoors or from inside a building only if the players barrel is **OUTSIDE** of the structure.
- A player may fire full-auto into a building, but only if the player and weapon are completely outside of the structure.
- No “parlay” or “bang” rules. If either is offered to the player, he or she is not required to accept.
- Knife kills are permitted with a dull rubber or plastic knife. Knife kills are silent, No calling for medic.
- All body hits count, including friendly fire.
- Hits on a player’s weapon do not count.
- Blind fire is prohibited.
- Magazines will remain out of all weapons while in staging or briefing areas.
- Unless directly authorized by a member of the staff, all ladders or roofs are off limits.
- Doors, rooms, and ladders marked with “DNE” (Do Not Enter) or “DNC” (Do Not Climb) are not in play and entering or using such areas is strictly prohibited.
- All vehicles are to be ALWAYS kept within the parking lots. **WE ARE NOT RESPONSIBLE FOR CONTENTS OF YOUR VEHICLE.**
- Drugs and Alcohol are not permitted on the property.
- Only members of Law Enforcement, Military, or CHL holders are permitted to bring real firearms onto the property. Due to the nature of our business, we ask that **ALL REAL FIRARMS REMAIN LOCKED IN YOUR VEHICLE AT ALL TIMES.**
- Any and all issues with players or the facility should be directed to a staff member.

IF AT ANYTIME WE FEEL A PLAYER DOES NOT HAVE THE CAPACITY OR INCLINATION TO PLAY SAFELY AND RESPONSIBLY, THAT PLAYER WILL BE ESCORTED OFF THE PREMISES.

THESE RULES ARE ENFORCED FOR YOUR SAFETY.